

In the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (previously presented) In a networked system that includes a client and a server, a method for the client discovering and connecting to the server, the method comprising:

initiating a request at the client to discover the server, wherein the request is made using at least one of:

- (i) a broadcast procedure; and
- (ii) a multicast procedure;

receiving a response to the request from the server after a random delay time; and

establishing a connection with the server after receiving the response.

2. (original) A method as recited in claim 1, wherein the request is further made using a randomized exponential backoff strategy.

3. (previously presented) A method as recited in claim 1, wherein the response includes information about a server IP address and TCP port where the client can make the connection with the server.

4. (previously presented) A method as recited in claim 1, wherein the client is a television that is configured to provide programming content.

5. (original) A method as recited in claim 4, wherein the client is a television and the server is a computer device.

6. (previously presented) A method as recited in claim 1, further comprising receiving a second response to the request from a second server after the random delay time.

7. (previously presented) A method as recited in claim 6, wherein establishing a connection further comprises determining not to connect to the second server.

8. (previously presented) A method as recited in claim 7, wherein determining not to connect to the second server is based on at least one of:

- (i) whether the client has established a connection with another server; and
- (ii) a characteristic of the server with which the client establishes a connection.

9. (previously presented) A method as recited in claim 8, wherein the characteristic of the server is a version of the server contained in the response.

10. (previously presented) A method as recited in claim 1, further comprising:
discovering a network disconnect;
initiating a second request at the client to discover the server, wherein the second request is made using at least one of:

- (i) a broadcast procedure; and
- (ii) a multicast procedure;

receiving a subsequent response to the second request from the server after a random delay time; and
establishing a second connection with the server.

11. (previously presented) A method as recited in claim 10, wherein the second request is further made using a randomized exponential backoff strategy.

12. (previously presented) A method as recited in claim 1, wherein the request includes a random identifier that is repeated in the response.

13. (previously presented) A networked system comprising:
a server coupled to a network; and
a client coupled to the network, wherein the client is configured to selectively provide a request on the network to discover the server, wherein the client is configured to selectively provide programming content to a viewer, and wherein the a request is made at least one of (i) a broadcast procedure and (ii) a multicast procedure, and wherein the client is configured to selectively establish a connection with the server after receiving a response to the request from the server.

14. (previously presented) A networked system as recited in claim 13, wherein the request is further made using a randomized exponential backoff strategy.

15. (previously presented) A networked system as recited in claim 13, wherein the network is a home network.

16. (previously presented) A networked system as recited in claim 13, wherein the response includes information about a server IP address and TCP port where the client can make the connection with the server.

17. (previously presented) A networked system as recited in claim 13, wherein the client is a television.

18. (original) A networked system as recited in claim 17, wherein the client is a TV and the server is a computer device.

19. (previously presented) A networked system as recited in claim 13, wherein the request includes a random identifier that is repeated in the response.

20. (previously presented) A computer readable medium storing a computer program product for implementing within a computer system a method for discovering and connecting to a server on the networked system, the computer readable medium comprising computer program code means comprised of executable code for:

initiating a request at a client to discover a server, wherein the request is made using at least one of:

- (i) a broadcast procedure; and
- (ii) a multicast procedure;

receiving a response to the request from the server after a random delay time; and establishing a connection with the server after receiving the response.

21. (previously presented) A computer readable medium as recited in claim 20, wherein the request is further made using a randomized exponential backoff strategy.

22. (previously presented) A computer readable medium as recited in claim 20, wherein the client is a television that is configured to provide programming content.

23. (previously presented) A computer readable medium as recited in claim 20, wherein the client is a television and the server is a computer device.

24. (previously presented) A computer readable medium as recited in claim 20, wherein the computer program code means is further comprised of executable code for receiving a second response to the request from a second server after the random delay time.

25. (previously presented) A computer readable medium as recited in claim 24, wherein establishing a connection further comprises determining not to establish a connection to the second server.

26. (previously presented) A computer readable medium as recited in claim 25, wherein determining not to establish a connection to the second server is based on at least one of:

- (i) whether the client has established a connection with another server; and
- (ii) a characteristic of the server with which the client establishes a connection.

27. (previously presented) A computer readable medium as recited in claim 26, wherein the characteristic of the server is a version of the server contained in the response.

28. (previously presented) A computer readable medium as recited in claim 20, wherein the computer program code means is further comprised of executable code for implementing:

discovering a network disconnect;

initiating a second request at the client to discover the server, wherein the second request is made using at least one of:

(i) a broadcast procedure; and

(ii) a multicast procedure;

receiving a subsequent response to the second request from the server after a random delay time; and

establishing a second connection with the server.

29. (previously presented) A computer readable medium as recited in claim 28, wherein the request is further made using a randomized exponential backoff strategy.